

CUBIT Capability Proposal

Technical Area

Geometry, Meshing, Infrastructure, GUI, Graphics, etc..

Technical Lead

Cubit Developer in charge of technical area

Geometry

Byron Hanks

MRD Description

Describe the capability in terms of how a user would see it.

Provide better user-interaction with composites—especially access to hidden entities of composites.

SRS Description

What needs to be done by Cubit developers to implement this capability? Break the tasks into steps if applicable. (Steps should be on the order of 2 man-weeks or more)

1. Moving the generation and storage of IDs from RefEntities to TopologyBridges, although possibly a major task, may greatly facilitate this capability.
2. Make the hidden entities of composites accessible to the user through commands.
3. Add GUI support to interact with hidden entities of composites. This would at least include visualizing hidden entities and being able to pick them to include/exclude from the composite.

Justification

Describe why this is important and what impact it will have if it is implemented. (or not implemented).

The entities which are hidden by a composite are inaccessible to the user. Composites would be much more useable if the user could interact with the hidden entities and modify which hidden entities are included in the composite after the original creation. Being able to visualize the hidden entities would also increase the intuitiveness and understanding of composites.

This capability would have no overlap with the Goodyear needs.

Resources

Who will work on this

Time estimate

How much time will it take in man-weeks

Targeted Release

10.2 (August 06), 10.3 (March 2007), 10.4 (August 2007), Future (beyond FY07)

?

2 man months (without moving IDs to TopologyBridges)
6 man months (with moving IDs to TopologyBridges)

10.2

Submitted By:

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Date:

24-March-2006